

# FCC 398

## Children's Television Programming Report

Report reflects information for the filing period ending: **09/30/2012** Filed on: **10/09/2012**

Call Sign	Channel Numbers	Community of License			
<b>WCBD-TV</b>	<i>(analog)</i>	City	State	County	ZIP Code
	<b>50</b> <i>(digital)</i>	<b>Charleston</b>	<b>SC</b>	<b>Charleston</b>	<b>29464</b>
Licensee Name					
<b>Media General Communications Holdings, LLC</b>					
Network Affiliation		Nielsen DMA		Licensee World Wide Web Home Page Address (if applicable)	
<b>NBC</b>		<b>Charleston SC</b>		<b>http://www.counton2.com</b>	
Facility ID		Previous Call Sign (if applicable)		License Renewal Expiration Date	
<b>10587</b>				<b>2004-12-01</b>	

### Analog Core Programming

2. State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(c).
3. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673?
- (b) Identify publishers who were sent information in 3(a).
4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.  
*[There are no analog core program reports.]*

### Non-Core Educational and Informational Programming

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and informational program.  
*[There are no analog non-core program reports.]*

### Sponsored Core Programming

6. List Core Programs, if any, aired by other analog stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.  
*[There are no analog sponsored core program broadcast reports.]*  
*[There are no analog sponsored core program detail reports.]*

### Digital Core Programming

7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream. **3.00 hours**
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel? **Y**

(c)	If Yes to 7(b), the Licensee certifies that the representations and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream. If No to 7(c), submit as an Exhibit a Statement of Explanation.	<b>Y</b>
8.	(a) State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream.	<b>168.00 hours</b>
	(b) State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. §73.671.	<b>4.00 hours</b>
9.	(a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673?	<b>Y</b>
	(b) Identify publishers who were sent information in 9(a).	

<b>Y</b>
<i>(None Required)</i>
<b>168.00 hours</b>
<b>4.00 hours</b>
<b>Y</b>

**The NBC/CW Television Network provides information identifying the core programs it supplies to stations affiliated with the Network, including an indication of the target child audience, to the following publishers: TV Guide, TV Data Technologies, FYI Television and Tribune Media.**

10. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Digital Core Program #1		Origin	
<b>Lazytown (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-9AM-9:30AM-7/7/12-8/18/12</b>	<b>3</b>	<b>4</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>Lazytown promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate childrens eating and fitness habits to problem solving in their real world. The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of human puppets reside in LazyTown, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast-athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat sports candy which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.</b>			
Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled	
<b>7</b>	<b>4</b>	<b>4</b>	
Preemption #1			
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?	
<b>7/7/12 - ELZT101H</b>	<b>7/7/12 @ 12PM</b>	<b>N</b>	
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>	
Reason for Preemption	<b>SPORTS</b>		
Preemption #2			
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?	
<b>7/28/12 - ELZT104H</b>	<b>7/15/12 @ 12PM</b>	<b>N</b>	
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>	
Reason for Preemption	<b>SPORTS</b>		

Preemption #3		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
8/4/12 - ELZT108H]	7/22/12 @ 11AM	N
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Preemption	SPORTS	
Preemption #4		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
8/11/12 - ELZT109H	8/19/12 @ 1PM	N
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Preemption	SPORTS	

Title of Digital Core Program #2		Origin	
The Wiggles (Digital 2.1)		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays-9:30AM-10AM-7/7/12-8/18/12	3	4	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	2 years	5 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offers a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) and a pirate, Captain Feathersword, the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. Theres dancing, occasional guest artists, and lots of visual interest for the viewer, while the lessons are broken down into easily understandable elements for the preschool child.

Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled
7	4	4

Preemption #1		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
7/7/12 - EWIG101	7/7/12 @ 12:30PM	N
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Preemption	SPORTS	

Preemption #2		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
7/28/12 - EWIG102	7/15/12 @ 12:30PM	N
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Preemption	SPORTS	

Preemption #3		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?

<b>8/4/12 - EWIG108</b>	<b>7/22/12 @ 11:30AM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #4		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/11/12 - EWIG109</b>	<b>8/19/12 @ 1:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	

Title of Digital Core Program #3		Origin
<b>Noodle and Doodle (Digital 2.1)</b>		<b>NETWORK</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>Saturdays-10AM-10:30AM-7/7/12-9/29/12</b>	<b>8</b>	<b>5</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>2 years</b>	<b>5 years</b>
E/I Symbol Used As Required		
<b>Y</b>		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<b>Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.</b>		
Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled
<b>13</b>	<b>5</b>	<b>5</b>
Preemption #1		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>7/7/12 - ENAD101H</b>	<b>7/7/12 @ 1PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #2		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>7/28/12 - ENAD104H</b>	<b>7/14/12 @ 12PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #3		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/4/12 - ENAD105H</b>	<b>7/21/12 @ 12PM</b>	<b>N</b>

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #4		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/11/12 - ENAD106H</b>	<b>8/18/12 @ 12PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #5		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>9/29/12 - ENAD113H</b>	<b>9/23/12 @ 12PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	

Title of Digital Core Program #4		Origin	
<b>Pajanimals (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-10:30AM-11AM-7/7/12-9/29/12</b>	<b>8</b>	<b>5</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	<b>Y</b>

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

**The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.**

Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled
<b>13</b>	<b>5</b>	<b>5</b>
Preemption #1		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>7/7/12 - EPAJ101H</b>	<b>7/7/12 @ 1:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #2		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>7/28/12 - EPAJ104H</b>	<b>7/14/12 @ 12:30PM</b>	<b>N</b>

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #3		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/4/12 - EPAJ105H</b>	<b>7/21/12 @ 12:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #4		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/11/12 - EPAJ106H</b>	<b>8/18/12 @ 12:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #5		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>9/29/12 - EPAJ113H</b>	<b>9/23/12 @ 12:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	

Title of Digital Core Program #5		Origin	
<b>Poppy Cat (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-11AM-11:30AM-7/7/12-9/29/12</b>	<b>8</b>	<b>5</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>Poppy Cat is based on the book series by Lara Jones and uses embedded lessons on imagination and storytelling to encourage creating thinking for preschool children. In each story the narrator, Lara reads a story about Poppy Cat, to her own cat named Poppy. She makes up a story that will be exciting and just follows her imagination to distant lands reached by boat, plane or train. Poppy Cat is the leader of his group of animal friends, and the story always features an underlying message about being nice to yet ignoring the antics of the resident bully, a badger named Egbert. The lesson is always to think creatively and exercise your mind through reading and storytelling because it will always lead to enjoyment and adventure.</b>			
Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled	
<b>13</b>	<b>5</b>	<b>5</b>	
Preemption #1			
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?	
<b>7/7/12 - EPCT101H</b>	<b>7/7/12 @ 2PM</b>	<b>N</b>	
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>	

Reason for Preemption	<b>SPORTS</b>	
Preemption #2		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>7/28/12 - EPCT104H</b>	<b>7/15/12 @ 11AM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #3		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/4/12 - EPCT105H</b>	<b>7/21/12 @ 1PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #4		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/11/12 - EPCT106H</b>	<b>8/19/12 @ 12PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #5		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>9/29/12 - EPCT113H</b>	<b>10/7/12 @ 12PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	

Title of Digital Core Program #6		Origin	
<b>Justin Time</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-11:30AM-12PM-7/7/12-9/29/12</b>	<b>8</b>	<b>5</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justins lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesnt work, you can find another way to get to your goal. Justin is all about self-directed learning from the young childs perspective and imagination.</b>			
Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled	
<b>13</b>	<b>5</b>	<b>5</b>	

Preemption #1		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>7/7/12 - EJTM101H</b>	<b>7/8/12 @ 12PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #2		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>7/28/12 - EJTM104H</b>	<b>7/15/12 @ 11:30AM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #3		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/4/12 - EJTM105H</b>	<b>7/21/12 @ 1:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #4		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>8/11/12 - EJTM106H</b>	<b>8/19/12 @ 12:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #5		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>9/29/12 - EJTM113H</b>	<b>10/7/12 @ 12:30PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	

Title of Digital Core Program #7		Origin	
<b>Lazytown (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-12PM-12:30PM-8/25/12-9/29/12</b>	<b>4</b>	<b>2</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>Lazytown promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate childreans eating and fitness habits to problem solving in their real world. The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of human puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy</b>			

**Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast-athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat sports candy which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.**

Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled
<b>6</b>	<b>2</b>	<b>2</b>
Preemption #1		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>9/8/12 - ELZT116H</b>	<b>9/8/12 @ 9AM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	
Preemption #2		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
<b>9/29/12 - ELZT120H</b>	<b>10/13/12 @ 1PM</b>	<b>N</b>
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>
Reason for Preemption	<b>SPORTS</b>	

Title of Digital Core Program #8		Origin	
<b>The Wiggles (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-12:30PM-1PM-8/25/12-9/29/12</b>	<b>4</b>	<b>2</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offers a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) and a pirate, Captain Feathersword, the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. Theres dancing, occasional guest artists, and lots of visual interest for the viewer, while the lessons are broken down into easily understandable elements for the preschool child.</b>			
Total Times Aired	Number of Preemptions for other than Breaking News	Number of Preemptions Rescheduled	
<b>6</b>	<b>2</b>	<b>2</b>	
Preemption #1			
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?	
<b>9/8/12 - EWIG0010</b>	<b>9/8/12 @ 9:30AM</b>	<b>N</b>	
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		<b>Y</b>	
Reason for Preemption	<b>SPORTS</b>		

Preemption #2		
Date Preempted/Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
9/29/12 - EWIG0013	10/13/12 @ 1:30PM	N
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Preemption	SPORTS	

Title of Digital Core Program #9		Origin	
Cubix: Robots for Everyone (Digital 2.2)		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays-7AM-7:30AM-7/7/12-9/15/12	11	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	6 years	12 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But its a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. Ks evil schemes to take control of Bubble Towns robots.			

Title of Digital Core Program #10		Origin	
Rescue Heroes (Digital 2.2)		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays-7AM-7:30AM-9/22/12-9/29/12	2	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	6 years	11 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
The program was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.			

Title of Digital Core Program #11		Origin	
Cubix: Robots for Everyone (Digital 2.2)		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	

<b>Saturdays-7:30AM-8AM-7/7/12-8/18/12</b>		<b>7</b>	<b>0</b>
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>6 years</b>	<b>12 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But its a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. Ks evil schemes to take control of Bubble Towns robots.</b></p>			

Title of Digital Core Program #12		Origin	
<b>Rescue Heroes (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-7:30AM-8AM-8/25/12-9/29/12</b>	<b>6</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>6 years</b>	<b>11 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>The program was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.</b></p>			

Title of Digital Core Program #13		Origin	
<b>Elizabeth Stanton's Great Big World (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-12PM-12:30PM-7/7/12-9/8/12</b>	<b>10</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues by offering a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas.</b></p>			

Title of Digital Core Program #14	Origin
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<b>Chat Room (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-12PM-12:30PM-9/15/12-9/29/12</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>CHAT ROOM is a weekly educational series designed to inform, educate, and entertain children 16 &amp; under (specific target audience is 13-16) through re- enacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face.</b></p>			

Title of Digital Core Program #15		Origin	
<b>Made in Hollywood: Teen Edition (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-12:30PM-1PM-7/7/12-9/15/12</b>	<b>11</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.</b></p>			

Title of Digital Core Program #16		Origin	
<b>On the Spot (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-12:30PM-1PM-9/22/12-9/29/12</b>	<b>2</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>ON THE SPOT adopts a modified question and answer format familiar to broadcast network viewers, including the targeted age. The questions fall under curriculum core areas of knowledge in social studies, science, the arts, civics, and mathematics. The format allows for a wide range of topics and allows topics to be blended, which is a serious asset. The integration of core curriculum areas is a traditional goal in education and while ON THE SPOT doesn't support the deeper</b></p>			

integration that would be done in a classroom, the energetic blend is a great example of taking curriculum out of their separate boxes and making them a uniform part of why knowledge can be important. The series also succeeds in modeling all ages, ethnicities, and both genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with. This is of too-often misunderstood importance for the targeted 13-16 year-old age. Identifying with a successful representative of your own group is extremely important. But it is also very important to learn respect for those outside your own group and this series does that very well.

Title of Digital Core Program #17		Origin	
<b>Wild Ltd. (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Sundays-11AM-11:30AM-7/1/12-9/9/12</b>	<b>11</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Wild Ltd is a half hour series created and designed with the focus of educating and entertaining children from 13 to 16 years of age. In each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within.</b></p>			

Title of Digital Core Program #18		Origin	
<b>Animal Science (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Sundays-11AM-11:30AM-9/16/12-9/30/12</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>ANIMAL SCIENCE is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "ANIMAL SCIENCE" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. Our enthusiastic host's modern vocal style will be engaging to the target audience.</b></p>			

Title of Digital Core Program #19		Origin	
<b>Made in Hollywood: Teen Edition (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Sundays-11:30AM-12PM-7/1/12-9/9/12</b>	<b>11</b>	<b>0</b>	

Length of Program	Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>	From	To	<b>Y</b>
	<b>13 years</b>	<b>15 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.</b></p>			

Title of Digital Core Program #20		Origin	
<b>Elizabeth Stanton's Great Big World (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Sundays-11:30AM-12PM-9/16/12-9/30/12</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>	From	To	<b>Y</b>
	<b>13 years</b>	<b>16 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues by offering a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas.</b></p>			

Title of Digital Core Program #21		Origin	
<b>Live Life and Win (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Sundays-12PM-12:30PM-7/1/12-9/30/12</b>	<b>14</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>	From	To	<b>Y</b>
	<b>13 years</b>	<b>16 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>The goals Live Life and Win is to encourage the 13 to 16 year old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life and Win.</b></p>			

Title of Digital Core Program #22		Origin	
<b>On the Spot (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	

<b>Sundays-12:30PM-1PM-7/1/12-9/16/12</b>		<b>12</b>	<b>0</b>
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>The National Governors Association and Council of Chief State Officers released the Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer.</b></p>			

Title of Digital Core Program #23		Origin	
<b>Made in Hollywood: Teen Edition (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Sundays-12:30PM-1PM-9/23/12-9/30/12</b>	<b>2</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.</b></p>			

11. (a) Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? **Y**
- (b) If No, submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired. *(None Required)*

### Non-Core Educational and Informational Programming

12. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and information program.

Title of Digital Non-Core Program #1		Origin	
<b>ANIMAL RESCUE (Digital Ch. 2.1)</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays-5:30AM-6AM-7/7/12-9/29/12</b>	<b>10</b>	<b>3</b>	

Length of Program	Age of Target Audience	
	From	To
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>
Does the program have educating and informing children ages 16 and under as a significant purpose?		<b>Y</b>
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		<b>Y</b>
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?		<b>Y</b>
Description of Program		
<b>Animal rescue serves the educational and informational needs of children 16 years of age and under with its program content, including safety tips and real life in-the-field experience of professional and ordinary people taking care of, treating and helping various animals.</b>		
Date and Time Aired (if preempted and rescheduled)		

Title of Digital Non-Core Program #2		Origin
<b>Jack Hanna Into the Wild (Digital Ch. 2.1)</b>		<b>SYNDICATED</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>Saturdays-3:30AM-4AM-7/7/12-9/29/12</b>	<b>10</b>	<b>3</b>
Length of Program	Age of Target Audience	
	From	To
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>
Does the program have educating and informing children ages 16 and under as a significant purpose?		<b>Y</b>
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		<b>Y</b>
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?		<b>Y</b>
Description of Program		
<b>Program designed to meet the educational and information needs of children. In each episode Jack spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values.</b>		
Date and Time Aired (if preempted and rescheduled)		

Title of Digital Non-Core Program #3		Origin
<b>Pets.TV (Digital Ch. 2.1)</b>		<b>SYNDICATED</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>Sundays-5:30AM-6AM-7/1/12-0/30/12</b>	<b>11</b>	<b>3</b>
Length of Program	Age of Target Audience	
	From	To
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>

Does the program have educating and informing children ages 16 and under as a significant purpose?	<b>Y</b>
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?	<b>Y</b>
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?	<b>Y</b>
Description of Program	
<b>PetsTV is dedicated to bringing the public news, information, entertainment and a point of view that promotes the health and welfare of companion animals.</b>	
Date and Time Aired (if preempted and rescheduled)	

Title of Digital Non-Core Program #4		Origin
<b>Jack Hanna Animal Adventures (Digital Ch. 2.1)</b>		<b>SYNDICATED</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>Sundays-4AM-4:30AM-7/1/12-0/30/12</b>	<b>11</b>	<b>3</b>
Length of Program	Age of Target Audience	
	From	To
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>
Does the program have educating and informing children ages 16 and under as a significant purpose?		<b>Y</b>
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		<b>Y</b>
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?		<b>Y</b>
Description of Program		
<b>Program designed to meet the educational and information needs of children. In each episode Jack spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values.</b>		
Date and Time Aired (if preempted and rescheduled)		

### Sponsored Core Programming

13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

*[There are no digital sponsored core program broadcast reports.]*  
*[There are no digital sponsored core program detail reports.]*

### Other Matters

14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

Title of Planned Core Program #1	Origin
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<b>Noodle and Doodle (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-10AM-10:30AM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.</b></p>			

Title of Planned Core Program #2		Origin	
<b>Pajanimals (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-10:30AM-11AM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.</b></p>			

Title of Planned Core Program #3		Origin	
<b>Poppy Cat (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-11AM-11:30AM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Poppy Cat is based on the book series by Lara Jones and uses embedded lessons on imagination and storytelling to encourage creating thinking for preschool children. In each story the narrator, Lara reads a story about Poppy Cat, to her own cat named Poppy. She makes up a story that will be exciting and just follows her imagination to distant lands reached by boat, plane or train. Poppy Cat is the leader of his group of animal friends, and the story always features an underlying message about being nice to yet ignoring the antics of the resident bully, a badger named Egbert.</b></p>			

**The lesson is always to think creatively and exercise your mind through reading and storytelling because it will always lead to enjoyment and adventure.**

Title of Planned Core Program #4		Origin	
<b>Justin Time (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-11:30AM-12PM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justins lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesnt work, you can find another way to get to your goal. Justin is all about self-directed learning from the young childs perspective and imagination.</b></p>			

Title of Planned Core Program #5		Origin	
<b>Lazytown (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-12PM-12:30PM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Lazytown promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate childrens eating and fitness habits to problem solving in their real world. The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of human puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast-athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat sports candy which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.</b></p>			

Title of Planned Core Program #6		Origin	
<b>The Wiggles (Digital 2.1)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-12:30PM-1PM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>2 years</b>	<b>5 years</b>	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

**The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offers a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) and a pirate, Captain Feathersword, the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. There's dancing, occasional guest artists, and lots of visual interest for the viewer, while the lessons are broken down into easily understandable elements for the preschool child.**

Title of Planned Core Program #7		Origin	
<b>Rescue Heroes (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-7AM-7:30AM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>6 years</b>	<b>11 years</b>	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

**The program was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.**

Title of Planned Core Program #8		Origin	
<b>Rescue Heroes (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-7:30AM-8AM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>6 years</b>	<b>11 years</b>	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

**The program was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.**

Title of Planned Core Program #9		Origin	
<b>Chat Room (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-12PM12:30PAM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	

<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>CHAT ROOM is a weekly educational series designed to inform, educate, and entertain children 16 &amp; under (specific target audience is 13-16) through re- enacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face.</b></p>		

Title of Planned Core Program #10		Origin	
<b>On the Spot (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays-12:30PM-1PM-10/6/12-12/29/12</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>

Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>ON THE SPOT adopts a modified question and answer format familiar to broadcast network viewers, including the targeted age. The questions fall under curriculum core areas of knowledge in social studies, science, the arts, civics, and mathematics. The format allows for a wide range of topics and allows topics to be blended, which is a serious asset. The integration of core curriculum areas is a traditional goal in education and while ON THE SPOT doesn't support the deeper integration that would be done in a classroom, the energetic blend is a great example of taking curriculum out of their separate boxes and making them a uniform part of why knowledge can be important. The series also succeeds in modeling all ages, ethnicities, and both genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with. This is of too-often misunderstood importance for the targeted 13-16 year-old age. Identifying with a successful representative of your own group is extremely important. But it is also very important to learn respect for those outside your own group and this series does that very well.</b></p>			

Title of Planned Core Program #11		Origin	
<b>Animal Science (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Sundays-11AM-11:30AM-10/7/12-12/30/12</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>

Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>ANIMAL SCIENCE is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "ANIMAL SCIENCE" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. Our enthusiastic host's modern vocal style will be engaging to the target audience.</b></p>			

Title of Planned Core Program #12		Origin	
<b>Elizabeth Stanton's Great Big World (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	

<b>Sundays-11:30AM-12PM-10/7/12-12/30/12</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues by offering a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas.</b>			

Title of Planned Core Program #13		Origin	
<b>Live Life and Win (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Sundays-12PM-12:30PM-10/7/12-12/30/12</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>The goals Live Life and Win is to encourage the 13 to 16 year old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life and Win.</b>			

Title of Planned Core Program #14		Origin	
<b>Made in Hollywood: Teen Edition (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Sundays-12:30PM-1PM-10/7/12-12/30/12</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.</b>			

Title of Planned Core Program #15		Origin	
<b>Made in Hollywood: Teen Edition (Digital 2.2)</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Sundays-1PM-1:30PM-10/7/12-12/30/12</b>		<b>13</b>	
Length of Program		Age of Target Audience	

<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

**It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.**

15. Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. §73.3526(e)(11)(iii)?

**Y**

16. Identify the licensee's children's programming liaison.

Name		Telephone Number
<b>Daron Matayabas</b>		<b>843-216-4905</b>
Address		E-mail Address
<b>210 West Coleman Blvd.</b>		<b>dmatayabas@wcbd.com</b>
City	State	ZIP Code
<b>Mt. Pleasant</b>	<b>SC</b>	<b>29464</b>

17. Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. §73.671, NOTES 2 and 3.

**On June 12, 2009, the station transitioned to digital television. The station's responses to Questions 4, 7, 10 reflect this termination of analog service. After due review of internal station records and documentation provided to us by program suppliers, the licensee hereby certifies that the station fully complied with the FCC's commercial limits in children's programs, as specified at 47 C.F.R. Section 73.670, with respect to all programs specifically designed for children ages twelve (12) and under.. In addition to the educational or informational programs listed in this report, the station broadcast the following programs specifically designed for children ages twelve and under that were not "educational or informational" programming: None. WCBD-TV airs PSAs of various lengths that are designed specifically to meet the educational and informational needs of children as well as PSAs that are designed for the general audience but have messages applicable to children. WCBDS non-broadcast efforts include the participation of Anchors and Meteorologists as guest speakers and emcees for community groups. Station Tours our conducted for Scout Troops and children of all ages. WEATHER 101 is a segment conducted by meteorologist that brings the fascinating ever-changing world of weather to kids. WEATHER 101 is conducted in a school classroom or a station tour. WCBD hosts and produces the annual Carolina Childrens Charity Telethon - which awards financial grants to Lowcountry children with birth defects and/or childhood diseases from birth through 18 years of age. WCBD teams up annually with the U.S. Marine Corps Reserves in efforts to collect new, unwrapped toys during October, November and December each year, and distribute those toys as Christmas gifts to needy children in the community.**

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of Licensee	Signature
<b>Media General Communications Holdings, LLC</b>	
Date	

10/05/2012	
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